KEEP OUT
THIS IS A PRIVATE PARTY
Be My Princess
Jumpin' JoyStick
SO THIS IS DETENTION HALL!
HOME SWEET HOME!
DIRK IS BAD!
DRAGON'S LAIR
IS THE REAL ONE!
WHERE'S THE DRAGON?

THE SECRETS OF DRAGON'S LAIR

THE SMITHIE

When the floating sword comes at you, push the sword button. Then push the sword button just after the enchanted mace begins moving. Move to one side to avoid the anvil, and push the sword button when the view moves from the spear to Dirk. Then, when the Smithie begins to stir, push the sword button.

THE SECRETS OF DRAGON'S LAIR

THE LIZARD KING

When the Lizard King first raises his scepter to crown you, go left. All turns after the first are to the right and the Lizard King raises his scepter to strike just before every turn. Soon you will catch up to your sword; push forward to grab it, and then press the sword button to finish off the Lizard King.

THE SECRETS OF DRAGON'S LAIR

THE KNIGHT

Dirk is to one side of the Black Knight. Move in that direction. After landing, move back to the side you just came from and then push forward. Your next move is in the same direction as the last move before going forward the next three moves alternate and then push the sword button to finish off the Knight.

THE SECRETS OF DRAGON'S LAIR

THE DRAGON'S LAIR

This is a complicated room. It has the best animation and graphics in the game, and it even has background music. Because it is fun to figure out, you're on your own. The only advice we will give you is: try not to wake up the dragon for a while and once he is awake run from him until you find the magic sword.